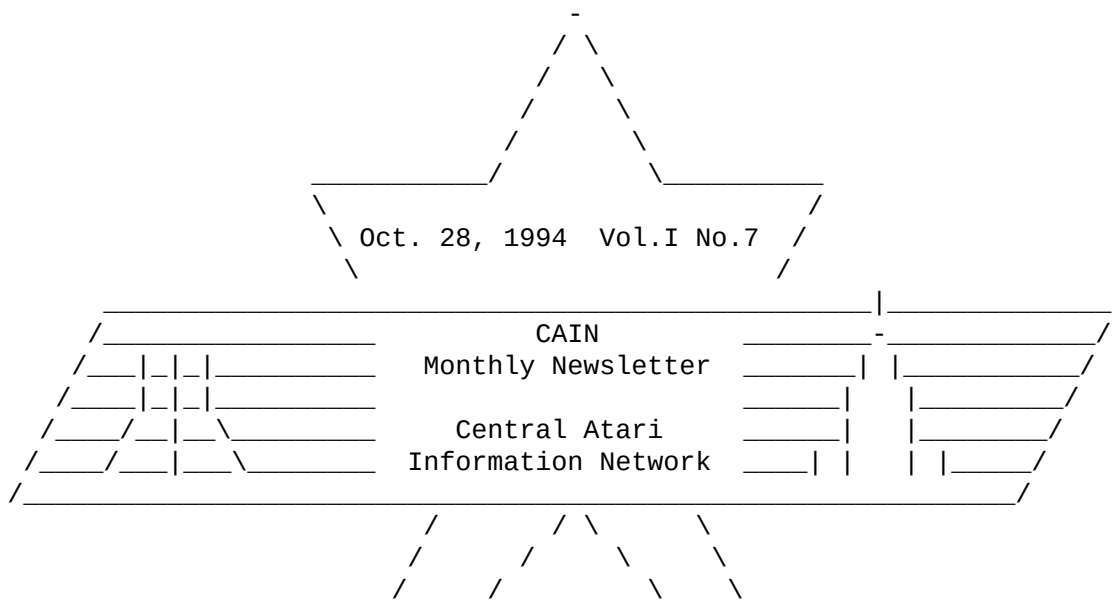

The Official Online Newsletter of the Cleveland Free-Net Atari SIG

The Cleveland Free-Net Community Computer System is accessible worldwide!

---

telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300-14400 bps | type 'go atari' at any menu

Covering:
7800/XE/XL/800/400,FALCON030/ST/TT/ST(e),PORTFOLIO,LYNX,JAGUAR

CAIN Online Newsletter Published and Copyright (c) 1994
by Cain Publishing

Publisher/Editor
Voting/Conferences.....Mark Leair aa338@cleveland.freenet.edu
Assistant Editor
SIG Manager/Jaguar Area....Len Stys aa399@cleveland.freenet.edu
8-Bit Support Area.....Michael Current aa700@cleveland.freenet.edu
8-Bit Technical Forum.....Craig Lisowski aa853@cleveland.freenet.edu
16/32-Bit Support Area.....Thomas Main em129@cleveland.freenet.edu
16/32-Bit Support Area.....Bruce D. Nelson aa789@cleveland.freenet.edu
Atari Classic Gaming Corner/
Portfolio Support Area.....Fred Horvat ap748@cleveland.freenet.edu
Lynx Support Area.....Barry W. Cantin aa852@cleveland.freenet.edu

---

Cleveland Free-Net Atari SIG Internet E-Mail: xx004@cleveland.freenet.edu

---

Cleveland Free-Net Atari SIG, P.O. Box 364, Mentor, OH U.S.A. 44061-0364

Table of Contents

>From the Editor.....The CAIN Newsletter
-Mark Leair

>From the SIG Manager.....The Cleveland Free-Net & Atari SIG

-Len Stys

Free-Net News .....CAIN Now Available on WWW!
-Atari SIG

Atari News.....Sega and Atari Agreement

8-Bit Computers Support Area.....8-Bit Product News
-Michael Current

16/32-Bit Computers Support Area.....Bulletin Board Messages of Interest

Atari Classic Gaming Corner.....Playing European Games in the States
-Fred Horvat

Lynx Support Area.....Lynx News
Lynx Commentary
-Barry W. Cantin

Jaguar Support Area.....Jaguar News
-Len Stys

Upcoming Atari Shows.....Atari Show Calendar
-Mark Leair

Voting Issues and Results.....Reader and User Opinion Poll Information
-Mark Leair

General Information of Need.....How to Contribute to CAIN
Article Requests
-Mark Leair

>From the Editor
-=-=-=-=-=-=-=-=
Mark Leair

Well, autumn is here and so is issue 7! Now that the days are getting shorter and the weather is getting colder, more and more people are remaining indoors.

This allows for more time to spend on that Atari computer that collected dust throughout the summer months. One strong indication that more people use computers in the "cold months" is BBS usage. Because more people remain indoors when it’s cold, BBS usage is always higher in autumn and winter than in

spring or summer. Therefore, fall is the perfect time for user group "membership drives". If you’re an officer of a user group, why not round up your members and plan a "membership drive" for your user group? "Membership drives" can be as simple as distributing flyers that advertise your group, or as complex as hosting a computer show. One year my old user group joined forces with other user groups in order to host a computer fair in a local mall.

The results were fantastic and our membership rose! With the holiday shopping season just around the corner, malls will soon see an increase in patrons; making them the ideal location for such an affair! Although Atari User Group membership has declined in recent years, a little extra effort on the user groups’ part can locate those Atarians whom are isolated in a predominate PC/MAC world.

-Mark Leair
CAIN Publisher

>From the SIG Manager
-=-=-=-=-=-=-=-=-=-=-
Len Stys

The months of November and December will be a busy time for Jaguar owners. This is because over a dozen Jaguar games are suppose to be released during this time. The people of CAIN and the Cleveland Free-Net Atari SIG have a few things planned as well.

If you are familiar with the Jaguar, Lynx, Falcon030, ST/TT computers, 8-bit computers, and classic game systems and can write fairly well, please contact me. I am anxious to hear from you.

This is the 7th issue of CAIN Newsletter this year. This number means that we have become a serious publication. We also have a lot of readers of CAIN Newsletter. And our subscription list continues to grow. We hope to continue to offer quality publishing for a long time to come.

If you are going to be at the Winter Consumer Electronics Show (CES) 1995 in Las Vegas (from Friday, January 6 through Monday January 9), please contact either Mark or myself. Atari Corp. is scheduled to be there. The booth number is 6939.

Free-Net News
-=-=-=-=-=-=-

CAIN Now Available on the WWW!

CAIN's newsletter, the "Who's Who in the Atari Community" listing, and links to

CAIN's Atari S.I.G. on the Cleveland Free-Net are now available on the World Wide Web. To access this web page:

http://ace.cs.ohiou.edu/personal/mleair/cain.html

Below is a screen-shot of the CAIN web page:

THE CENTRAL ATARI INFORMATION NETWORK

CAIN

CAIN, the Central Atari Information Network, is an independent Atari user group dedicated to supporting ALL Atari products. CAIN serves the Atari community by maintaining a FREE monthly ASCII newsletter and an Atari Special Interest Group on The Cleveland Free-Net Community Computer System. Furthermore, CAIN has recently thrown the CAIN Atari Fun Fest, an Atari products show in the Cleveland, OHIO (USA) area.

1. Announcements
2. CAIN Newsletters
3. The Atari SIG at the Cleveland Free-Net
4. The CAIN Staff
5. Other Atari Links

6. Who’s Who in the Atari Community
7. CAIN’s HTML Info
8. Provide Feedback to CAIN

Atari News
-=-=-=-=-=

Sega and Atari Agreement

Fred Horvat

A couple of weeks ago Atari Corporation agreed to make it’s library of patents available to Sega Enterprises Ltd. in return for Sega to purchase 4.7 million shares, about 7.5% of Atari’s 63.5 million outstanding shares for $40 million. Sega will also have to pay Atari $50 million in royalties on Atari’s patents for the next seven years. Atari in effect said it would drop patent infringement lawsuit that it has pending against Sega.

What does this mean for both companies? Well for one it takes them both out of court and allows them to concentrate on producing the best video games possible. More importantly this gives Atari $90 million in cash that really adds life to Atari. Besides having more money to put towards the Jaguar game system, the money will help solve cash flow problems. Maybe LYNX games that were ready to go into production may actually be produced now.

-

ATARI JOINS FORCES WITH VIRTUALITY
TO OFFER HOME VIRTUAL REALITY GAMES BY CHRISTMAS 1995

SUNNYVALE, CA (October 25, 1994) -- Atari Corporation (AMEX:ATC), the name that created the video game industry, has joined forces with Virtuality Group plc, the leader in virtual reality technology and arcade games, to create the world’s first immersive virtual reality games for the home market.

According to the just signed agreement, Virtuality will finalize development of a consumer version of its head mounted display technology (virtual reality headset) that Atari will manufacture and market for use with the Atari Jaguar 64-bit multimedia home entertainment system. Terms of the agreement call for Atari to contribute toward the development cost and pay a license to Virtuality to produce and market the product. The virtual reality headset will be available to consumers by Christmas 1995 with a targeted price of less than $200.

"The Atari Jaguar platform is the only 64-bit system currently on the market and is ideally suited for immersive, virtual reality games," said Jon Waldern, chief executive officer of Virtuality. "This deal propels both companies to the forefront in the home market for virtual reality gaming. Thanks to the Atari Jaguar, fans of our many hit arcade titles will soon be able to play their favorite virtual reality games at home."

Atari President Sam Tramiel explained that both Atari and Virtuality have worldwide reputations for offering the most advanced gaming technology and performance. "Combining Virtuality’s ability to deliver low cost solutions for virtual reality technology

applications with the processing power capabilities of the 64-bit Atari Jaguar will result in a very high quality virtual reality experience at a very affordable price," he said.

Tramiel added, "By Christmas 1995, Jaguar owners will already be wearing their virtual reality headsets and playing virtual reality games at home. While others in the industry play catch up trying to offer 32 and 64-bit systems, Atari is extending our technological advantage over our competitors by delivering a high-quality virtual reality experience."

Atari Corporation markets interactive multimedia entertainment systems, including Jaguar, the world's only 64-bit game system, and the only video game system manufactured in the United States.

Virtuality Group plc is the world leader in the design of high qualty virtual reality technology, arcade gaming systems and software.

-

ATARI USES BIOVISION FOR "FIGHT FOR LIFE"

TAPING SESSION for new Atari video game.

Atari producers are using live Martial Arts experts and BioVision(tm) full motion technology to create the most accurate and realistic Martial Arts fighting game ever made. Thanks to BioVision technology and the Jaguar's 64-bit power, the characters in the "Fight For Life" video game will have fluid and natural motion.

At the video shoot, Martial Arts experts will perform the required 250 different moves (attack, defense, collision, moving, etc.) needed for the game's 3D animation.

25 different markers will be attached to each of the Martial Arts experts. Signals from each marker will be picked up by the camera and sent to a central system (monitors will be set up to view this action). The rate of the shooting is an incredible 200 frames per second. All the data will then be processed, adjusted and modified for the Jaguar's 3D engine.

Atari has invested in BioVision's advanced production technology to fully utilize the superior power of the Atari Jaguar 64-bit technology. Although BioVision's technology has been used to create other video games, it has never been used to produce 3D games for a system as powerful as the Jaguar 64-bit system.

BioVision offers state-of-the-art motion capture service for the Video Game Development and Computer Graphics Animation Industries. BioVision software in conjunction with 3D optical data acquisition system, captures, calculates and animates motion.

-

TOYS-R-US STOCKS UP ON JAGUAR,

THE WORLD’S FIRST 64-BIT VIDEO GAME SYSTEM

Atari Launches Multi-Million Dollar Marketing Campaign For Jaguar

SUNNYVALE, Calif. (October 10, 1994) -- Toys-R-Us isn’t waiting until late 1995 to offer 64-bit video game systems in its stores. The retail chain has agreed to stock the award-winning Atari Jaguar in nearly 300 Toys-R-Us stores. The Jaguar is the only 64-bit video game system in the world.

"Our competitors want consumers to wait until next Christmas to experience the power of 64-bit video games," said Sam Tramiel, president of Atari. "But why should they wait when they can walk into a store and buy the most advanced video game system now?"

The Atari Jaguar currently is sold in approximately 3,000 retail outlets across the United States with new accounts continuing to sign up as sales build toward the holiday buying season.

Atari certainly isn’t waiting for game enthusiasts to discover the Jaguar. On September 12, Atari launched an aggressive, multi-million dollar advertising campaign.

The campaign kicked off with a humorous new commercial in which a teacher attempts to explain 64-bit technology to a group of dim witted video game marketers who can’t seem to tell her which of three numbers -- 16, 32 and 64 -- is larger. The advertising schedule includes national cable advertising in addition to programming in 19 of the top spot markets that will deliver more than 300 million targeted media impressions.

More than 30 Jaguar game titles are scheduled for release leading up to the holiday season. Expected hits include Alien vs. Predator, Dragon - The Bruce Lee Story, Doom, Troy Aikman Football, Iron Soldier and Kasumi Ninja.

Since its release in November 1993, Atari’s Jaguar game system has been named the industry’s "Best New Game System" (Video Games Magazine), "Best New Hardware System" (Game Informer) and "1993 Technical Achievement of the Year" (DieHard GameFan). The Jaguar is the only video game system manufactured in the United States.

Atari Corporation markets interactive multimedia entertainment systems, including Jaguar, the world’s only 64-bit system, and the only video game system manufactured in the United States. Atari is headquartered at 1196 Borregas Avenue, Sunnyvale, California 94089.

# # #

Jaguar is a trademark of Atari Corporation. Atari is a registered trademark of Atari Corporation. Other products named may be trademarks or registered trademarks of their owning companies.

-

ALIEN VS. PREDATOR COMES ALIVE ON 64-BIT ATARI JAGUAR

Video Game Magazine Reviewers Raving about Jaguar’s "Best Game to Date"

SUNNYVALE, Calif. (October 3, 1994) -- Move over Mortal Kombat II, on October 21 the most sought-after video game will arrive in stores across the country. The advanced first-person perspective version of Alien Vs. Predator, available only on the award-winning 64-bit Jaguar system by Atari, is already being considered one of the best game titles in video game history by people "in the know" -- the video game reviewers.

"Alien Vs. Predator is the best 3-D action game that I have ever played -- the graphics and game play are second to none," claimed Editor-in-Chief Dave Halverson of Die Hard Game Fan. "If you own a Jaguar, you must own this game, and if you don't own a Jag, well, it's time to get one. More games are on the way!"

Roaring into stores on October 21 at a suggested retail price of $69.99, Alien Vs. Predator for the 64-bit Jaguar blows away prior versions of the game with the most realistic graphics available, amazing digitized sound effects and increased play variety. Alien Vs. Predator is a Twentieth Century Fox licensed property based on the films of the same names. Gamers can choose the Predator, Alien or the Colonial Marine as they battle through different theaters of combat including the Predator Ship, the Marine Training Base and the Alien Ship, enjoying hours of different types of play.

"I was overwhelmed by the cutting-edge graphics and the innovative game play of Alien Vs. Predator -- no question, it's the best Jaguar game to date," said Paul Anderson of Game Informer. "The sheer size of Alien Vs. Predator is amazing -- I've already spent 40-plus hours playing as the Marine and haven't even tried the Alien or Predator assignments. Alien Vs. Predator will keep the attention of even the most seasoned game players."

"The sophisticated technology of the Jaguar platform allows for the best in stop-motion animation, giving each character smooth, realistic movements, and digitized sound effects that provide a dynamic audio environment," said software developer Purple Hampton. "Alien Vs. Predator is the best demonstration to date of what 64-bit technology can provide in terms of sophisticated graphics, sound quality and game play."

Atari's Jaguar game system has approximately 30 software titles planned for release before the holiday season. Popular titles in the works include Dragon - The Bruce Lee Story, Doom, Rayman, Troy Aikman Football, and Kasumi Ninja.

"We believe that Alien Vs. Predator has true mega-hit potential," said Atari Corporation President Sam Tramiel. "This is a great example of Atari developing new games that use the full technological capacity of the 64-bit Jaguar and taking home video games above and beyond where they've been to date."

In support of this landmark game and the Jaguar system,

Atari has launched an aggressive, multi-million dollar advertising campaign that includes a specific television ad for Alien Vs. Predator. The advertising schedule includes national cable advertising in addition to programming in 19 of the top spot markets that will deliver more than 300 million targeted media impressions.

Since its release in November 1993, Atari's Jaguar game system has been named the industry's "Best New Game System" (Video Games Magazine), "Best New Hardware System" (Game Informer) and "1993 Technical Achievement of the Year" (DieHard GameFan). The Jaguar is the only video game system manufactured in the United States.

Atari Corporation markets interactive multimedia entertainment systems, including Jaguar, the world's only 64-bit system, and the only video game system manufactured in the United States. Atari is headquartered at 1196 Borregas Avenue, Sunnyvale, California 94089.

# # #

Jaguar is a trademark of Atari Corporation. Atari is a registered trademark of Atari Corporation. Other products named may be trademarks or registered trademarks of their owning companies.

ALIEN(tm) and PREDATOR(tm) are trademarks of Twentieth Century Fox Film Corporation and used under sublicense from Activision.

SEGA AND ATARI ANNOUNCE LONG-TERM LICENSING AGREEMENTS, EQUITY INVESTMENT, AND RESOLUTION OF DISPUTES

SUNNYVALE, Calif. (September 28, 1994) -- Sega Enterprises, Ltd., and Atari Corporation (AMEX:ATC) announced today an affiliation that includes several agreements designed to serve as the basis of future working arrangements between the two video game manufacturers.

Under the terms of the agreements:

-- Sega will receive worldwide, non-exclusive rights with certain exceptions to Atari's extensive library of patents, a number of which extend beyond the turn of the century. The agreement covers Sega, its subsidiaries, its licensees, and its customers for more than 70 U.S. patents and applications, for a fully prepaid royalty to Atari covering the remaining 7 years of certain patents, amortized at approximately $7 million per year. Atari will therefore receive a total of $50 million, less Atari's contingent attorney fees and costs.

-- Sega will purchase approximately 4.7 million shares of Atari common stock for a total price of $40 million.

-- Both companies will enter into software license agreements for a specified number of games that would be made available on each company's present and future platforms.

-- Atari will dismiss its legal proceedings against Sega, and each company will release all claims against the other.

The agreements are subject to approval by the United States Department of Justice and the Federal Trade Commission under Hart-Scott-Rodino and to certain other conditions.

"We are extremely pleased with this relationship that has potential long-term benefits for both companies," said David Rosen, Co-Chairman of Sega of America.

"We at Atari are very pleased with this new affiliation. The increased cash position will be used among other things to enhance our marketing position this fall," said Sam Tramiel, President, CEO of Atari Corp.

Atari designs and markets interactive multimedia entertainment systems and is located in Sunnyvale, California.

Sega Enterprises, Ltd., Tokyo, is a nearly $4 billion company, recognized as a leader in interactive digital entertainment media with operations on five continents.

-

ATARI AND WILLIAMS ENTERTAINMENT TO CREATE 64-BIT VERSIONS OF POPULAR ARCADE GAMES

Innovative Deal Brings Hot Games To Both Jaguar Fans and PC Game Players

SUNNYVALE, CA (September 26, 1994) -- Atari and Williams Entertainment have agreed to work together to bring vastly enhanced versions of Williams' popular, classic arcade games to the Atari 64-bit Jaguar system and high performance PCs.

According to the licensing agreement, Atari will exploit the Jaguar system's 64-bit power to create new versions of such Williams' hits as Joust, Defender, and Robotron. These new games will offer features such as first-person perspectives in a realistic, three-dimensional environment. Atari then will market these games for its Jaguar system, while Williams will license the new versions to market them for high performance PCs. "64-bit power will make our best games even better by creating a compelling, immersive, experience for players," said Byron Cook, president of Williams Entertainment. "We are very excited about the Atari Jaguar 64-bit platform and are happy to support it with our finest titles."

This is not the first cooperative venture between Williams and Atari. Williams and Atari have been promoting the Jaguar 64-bit system with Williams' Troy Aikman NFL Football through radio promotions in 25 top markets nationwide. Williams will make the game available in November on the Jaguar. Williams also is publishing a

Jaguar version of its popular game Double Dragon Five, which also will be available in November.

Williams Entertainment Inc. is the new home video subsidiary of WMS Industries, the company that created Mortal Kombat and NBA Jam video games.

Since its release in November 93 Atari's Jaguar game system has been named the industry's Best New Game System (Video Games Magazine), Best New Hardware Systems (Game Informer) and 1993 Technical Achievement of the Year (Die Hard Game Fan). Jaguar, the world's first 64-bit video game system, retails for $249.00 and is the only video game system manufactured in the United States.

Atari Corporation, based in Sunnyvale Calif., designs and markets 64-bit interactive multimedia entertainment systems and video games.

###

Jaguar is a trademark for Atari Corporation. Atari is a registered trademark of Atari Corporation. Other products named may be trademarks or registered trademarks of their owning companies.

-=-=-=

8-Bit Computers Support Area
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Michael Current

Once again, there have been many news releases since last issue. Let's get right to them!

8-Bit Product News

Authors and software wanted ...

From: mbitdc9306@newi.ac.uk (David Davies)
Date: 5 Oct 1994 10:58:41 -0500

SHAREWARE AUTHORS WANTED FOR PILOT SCHEME!!

The Atari Classic Programmer's Club has launched a new scheme aimed at trying to increase registrations for non-UK resident Shareware authors. The scheme involves authors registering their software with us and we will then handle all UK user registrations on the author's behalf.

Part of this service is to supply any full versions of Shareware programs to registered users within the UK. All the author has to do is keep us supplied with any new versions of their software as soon as they become available.

The benefits to the author is that they do not have to spend a lot of time with duplicating disks, getting manuals done and sending software off to their registered users ... we will do all that.

The benefits to the UK user is that they do not have to worry about sending money overseas or whether the author still lives at the address given in a piece of software 5 or more years old!

If you would like to know more, have any questions, or would like to discuss a possible arrangement with any software you have written, then you can send a message to the e-mail address below.

COMMERCIAL SOFTWARE ALSO WANTED!!

We are continuously on the lookout for both new and existing software for release/import into the UK. If you are interested in negotiating a marketing agreement for your software then please get in touch by e-mail.

STILL AVAILABLE: Swift Spreadsheet

UNDER DEVELOPMENT: Menu Print (Out November)
Helter Skelter
Loopz

THE ATARI CLASSIC PROGRAMMER'S CLUB
Pen-Tyddyn
Capel Coch
LLangefni

Anglesey
Gwynedd LL77 7UR
WALES

E-mail: MBITDC9306@newi.ac.uk

\/\/\/

From: F Tooned <ftooned@delphi.com>
Date: Tue, 27 Sep 94 09:09:07 -0500

Hi everyone,

Well, it’s been a very busy summer here at FTe...

Even though the MARS 8 release has been delayed,
we’ve been working on quite a few other projects
in order to set some new standards for its’ release.

One of these is the MIO II.

How would you like to attach a "new" IDE hard disk
to your 130XE or 800XL for under $100?

Our new interface plugs into the PBI of your computer,
and simply requires an IDE hard disk to operate.

You don’t need an external case or power supply.
In fact, our unit will power your computer in addition
to the interface AND the Hard Drive.

We are taking advance orders for the month of
October for $79.95 (plus $5.00 shipping), for it’s
debut in November.

After October 31st, the MIO II will be $99.95.

The power supplies are even switchable to 230V,
for our friends overseas.

Please direct inquiries here, as it’s been difficult
to keep up with the phones in our offices lately.

Stay Tooned, as there are more suprises on the way!!

Mike (FTe)

\/\/\/

Its great to be a member of the world greatest ATARI XL/XE club. Its international! There are members of Poland, Hungary, Greatbritain, USA Waiting for you
the member Christian Nitsch
PS:ABBUC means ATARI BIT BYTER USER CLUB!

\/\/\/

(2) All ads must pertain to the Atari 8-bit computer line.

(3) All ads must include the advertiser’s full name and postal address.
 Email and phone numbers are a good idea as well.

(4) Advertisers offering software may only offer software originals. Ads
 offering pirated software will be refused.

(5) Editor and publisher are not responsible for personal losses dues to
 situations arising from these ads.

(6) Hope nobody was scared off by all this.

(7) Send ads via Email to:
        D.PATERSON2@genie.geis.com
        Use the message title: Omnibus Ad

Thanks for your support. Watch for the release announcement later this
 month.

\/\/\/

D.PATERSON2@genie.geis.com
Use the message title: Omnibus Ad

Thanks for your support. Watch for the release announcement later this month.

\/\/\/

attitudes & unethical behavior exhibited by Unicorn, it is reasonable to assume all the people due credit card refunds have been defrauded.

5.) A Certified Notice was mailed to Unicorn on September 8 informing them of potential criminal liability & advising them of steps to be taken if they wish to avoid felony prosecution. A deadline of September 30 was set for them to resolve all complaints, including complaints for charges incurred from dishonored checks that were subsequently paid when presented a 2nd or 3rd time.

6.) A complaint was filed with the Ann Arbor Police Department on September 9, & a preliminary investigation is now in progress.

7.) I am presently awaiting arrival of complaint forms from the Office of the U.S. Postal Inspector. If Unicorn dishonors the Sept. 30 deadline, a felony complaint of Postal Fraud will be filed. Recipients outside the U.S. who may be defrauded by Unicorn would have to file a complaint with their national postal service, who would likely turn it over to U.S. postal authorities.

8.) Some people have blamed me personally for the bad checks. I wish to make it clear that I never at any time bore any responsibility or authority for financial management of AC's funds, that was entirely Unicorn's responsibility. They bulk-mailed the checks to me, & I served merely as their agent in sending them to individual subscribers. I had no idea which checks were good & which were bad. The perfidious behavior of Unicorn has placed me in an extremely compromising position. Not to mention, I too was nailed with charges from my own bank due to a bad check they passed to me. I officially resigned from AC on August 10, 1994. I am as much a victim- if not more so- as the people who have complained to me.

9.) Unicorn Publications (T/A Pegasus Press) may be contacted by e-mail on CompuServe at: 70007.4640 or via the Internet to Compuserve at: 70007.4640@compuserve.com, or on GEnie at: CONNECT.MAG or via Internet to GEnie at: connect.mag@genie.geis.com. They may also be reached by voice at: 1-313-973-8825, ask for Bill Rayl. Written complaints should be sent to: Unicorn Publications, 3487 Braeburn Circle, Ann Arbor MI 48108. Readers who wish to verify funds may call Bank 1 in Ypsilanti MI at: 1-313-434-7314, ask for Gail Thompson, or call the branch number at: 1-313-572-7800. The number for the Washtenaw County prosecuting attorney's office is: 1-313-994-2380. The number for the Ann Arbor Police Department is: 1-313-994-2661.

10) A defrauded reader in Florida, Vern McColloch, is considering a possible class-action civil lawsuit to recover damages. He may be contacted at: 1-305-792-1942 or in writing: 3721 S.W. 59th Terrace #5, Davie FL 33314-2643.

11) A number of recipients forwarded their refund payments to AC's new publisher, Jim Hood. Jim is aware of the Unicorn problem & is reported to be holding an unknown number of checks. The impact of Unicorn's bad checks upon the new publisher is at present unknown, although some people have expressed fear that Unicorn's bad checks could wreck the renewal of the magazine. That would be tragic for the people who've signed up for the new publication.

12) During the latter half of August when this problem first developed, I was away in Arizona attending the personal needs of my mother who is dying of cancer. I only became aware of it during the first week of September after I returned home & got caught up on my mail. This totally inexcusable situation has thus hit me at a particularly difficult time. In their communications to me on the subject, Unicorn rubs salt in the wound by failing to express any personal culpability for creating the problem or expressing any remorse or regret for the intense distress they have visited upon so many people. The cold-blooded, reptilian attitude exhibited by Mr. & Mrs. Rayl toward the parties they've defrauded is utterly unconscionable.

- Benjamin L. Poehland

\/\/\/

product to the ever shrinking 8Bit Atari user base (or has tried and died), you know the reality of the saying "When in a business for oneself, it is wisest to use other peoples money to produce product, than to use your own". This seems to be especially true in this marketplace, where you may only sell one or two of something, hardly enough to justify the cost of having professionally made P.C. Boards made. It is for this reason, I need to see a minimum number of orders, before setting the production wheels rolling. I have already written off the R&D time and materials this product required to materialize, but I simply can't afford to sink any more money into the venture, if it isn't what people want or need.

Here's how it will work: between now and March 1st, I will accept orders at the going rate of $184 ($179 plus $5.00 S&H), preferably these orders should be via personal check written out to MYTEK. I will HOLD these checks until the required number of orders has been met, at which time they would be cashed and production would begin. If the required number is not met, than all checks will be returned to their owners, and the Prism Studio project will be shutdown. If you want COLOR genlocking on this platform, than please don't let this happen. If for whatever reason, you change your mind about waiting for the product, and assuming you had previously sent in a check, I will promptly return your check if requested, with no hard feelings.

This really is a good deal for such a product as this (compares with similar units on the IBM platform going for $300 or more), don't take my word for it, check out the review in the June/July issue of Current Notes. If you support this product, then I will support you, by offering other products to expand upon this one, adding even more features.

When the SIX orders have arrived, I'll let everyone know personally with a phone call, that has made this possible (be sure to include your phone# when you order).

Once again: Order Info....

MYTEK

P.O.B. 750396

Petaluma, CA 94975-0396

Thanks, sincerely, Michael St. Pierre (2nd Mike?)

Until next month,
-Michael Current

16/32-Bit Computers Support Area
-=-=-=

Sender: Lexicor@world.std.com (ysiu@lexicor.com)
Organization: Lexicor Software Corporation
Date: Fri, 14 Oct 1994 19:59:47 GMT

OCR V1.3 - Optical Character Recognition for Atari ST/STE/TT/Falcon
---

I've uploaded OCR 1.3 at

ftp.uni-kl.de	/pub/atari/incoming/ocr13.lzh
(soon:	/pub/atari/misc/ocr13.lzh)
ftp.isbiel.ch	atari/diverses/ocr13.lzh
ftp.cnam.fr	/pub/Atari/Text/ocr13.lzh
atari.archive.umich.edu	atari/Applications/Other/ocr_13.lzh

Features of OCR 1.3:
- FREEWARE
- RSC files in English, German, French, Dutch included.
- DOCs in English, German.
- Supports GDPS scanner drivers.
- It works in any resolution (>=496x200).
- Hypertext On-line help is available using ST-Guide or 1st-Guide.
- It works under MTOS, MagiC (=Mag!X), Geneva (not tested).
- Windowed dialogs.

Author:

    Alexander Clauss
    Stresemannstr. 44
    D-64297 Darmstadt
    -- Germany --

email: aclauss@rbg.informatik.th-darmstadt.de

From: k.gerdes@genie.geis.com
Subject: Falcon030 Tool KIT
Message-ID: <Cxn0M4.LD4@world.std.com>
Distributed: world
Sender: Lexicor@world.std.com (ysiu@lexicor.com)
Organization: Lexicor Software Corporation
Date: Fri, 14 Oct 1994 00:42:04 GMT
Approved: Lexicor@world.std.com
Lines: 227

```
 ==================================
 |  TraceTech's Falcon030 ToolKit  |
 |  Press Release -- October 1994  |
 ==================================
```

Trace Technologies is proud to introduce the F030TKIT.

Shipping date: AVAILABLE NOW!

Special price through November 15, 1994. Plus a discount on FastPath.

++

F030TKIT - a 'must have' collection of utilities for ALL Falcon owners!

Do you have problems deleting folders, printing text or renaming files?

Tired of losing memory?

Need quick and easy access to a floppy disk formatter?
What about one with extensive, simple-to-use options?

Would you like to configure system parameters to your preferences?

Then have I got a package for you!

TraceTech's Falcon030 ToolKit, a demoware package by Keith Gerdes and Trace Technologies, offers several answers to those questions and more.

o What does the Falcon030 ToolKit do?

The F030TKIT is a multifaceted utility package.

1) TOS4Trap v2 addresses changes in TOS4's GEMDOS to improve software compatibility.

2) From a co-author of DC Formatter, Trace Formatter Jr CPX gives you quick and easy access to a floppy disk formatter which has flexible options such as number of tracks, DD/HD format, faster I/O, etc.

3) NVRAM (non-volatile RAM) Configurator allows you to setup your F030's hardware and system software with simple user preference selections.

o TOS4TRAP.PRG v2

An upgrade to the shareware program, TOS4Trap v1, the _original_ TOS4 "fix" utility which set the standard for bridging the gap of TOS4 GEMDOS compatibility.
For example: helps pre-STalker 3.03, pre-NeoDesk 4, MaxiFile, Deskmanager, some GFA compiled programs and many other programs.

Accept only the best, which gets better in TOS4Trap v2. v2 also ends those memory loss blues. Simply open and close directory windows at the GEM Desktop to see what I mean.

o TRACEFMT.CPX

fka DC Formatter Jr - A CPX-based floppy disk formatter originally scheduled for release in the DC CPXtensions package.

Available options:
1) # of tracks - 0, 40 and 80-85
2) # of sides - 1 and 2
3) Sectors per track - 9, 10, 18 and 20
4) Drive - A and B
5) Format type - Normal and Skewed
6) Volume label

+ Convenient save configuration feature.
+ Reverse formatting for data safety.
+ Abort feature with continue option.

o CFGNVRAM.APP

Configurevarious NVRAM settings used by TOS4.
Special NOTE: Contains a unique bootup setting option for TOS 4.04.

Available options:
1) System bootup delay - Time (0-80 seconds) [NOTE: TOS 4.04 only]
2) System bootup video mode - ST Low, ST High or No Change
3) International time format [_IDT] - 12 or 24 Hour
4) International date format [_IDT] - MMDDYY, DDMMYY, YYMMDD or YYDDMM
5) Keyboard preference [_AKP] - 8 countries
6) Desktop preference [_AKP] - 5 languages

Also related to NVRAM:
RESETNVR.PRG - reset your NVRAM to default configuration
DO_BOOTN.PRG - writes an executable boot sector to a floppy which will
reset the NVRAM to default configuration on bootup
Don’t be locked out of your computer if your NVRAM gets messed up!

o RUN_COFF.PRG/TTP/GTP

Run a program with the 68030 cache turned OFF, restored on exit.

o And updates to a couple of ’DC Programs of the Week’.

o All programs are 100% assembly.

o Strong support from one of the oldest developers for the Atari ST whose current product line includes Data Diet, Squish II, Data Rescue, Load Aladdin, TOS4TRAPv1, FastPath -and soon to be released- FlexMenu and Missouri.

o A demo version is freely available on online services.
NOTE: Some features are not available in the demo version.

++

Purchasing the F030TKIT:

**** TOS4Trap v1 registered user notice ****
Registered users of the TraceTech shareware product, TOS4Trap v1, can apply that paid fee toward this order. For example, if you sent in $5, deduct $5 from the total owed for the F030TKIT.

[NOTE: Canadian users- please see specific F030TKIT order info below.]

As an introductory special, order BEFORE November 16, 1994 and save $5!
Send US$25, which includes shipping & handling.
o Outside the U.S. - add $5
o For priority mail in the U.S. - add $3

To get this discount, your letter MUST be postmarked NO LATER than November 15, 1994.

Orders postmarked AFTER November 15, 1994:
Send US$30, which includes shipping & handling.
o Outside the U.S. - add $5
o For priority mail in the U.S. - add $3

If you haven't picked up the new FastPath utility yet, it is ONLY $10 when ordered with the F030TKIT.

And not to forget MORE MONEY SAVING discounts, contact TraceTech for special direct order prices on our commercial products.

Texas residents must add 8.25% sales tax.

Please make payment by check (issued by a U.S. bank), U.S. funds money order (drawn on a U.S. bank), or postal money order.
 [NOTEs: GEnie gifts of time are not accepted.
         And no credit card order capability.]

 Payable to:
  Trace Technologies or Keith Gerdes

 Send to:
  Trace Technologies [F030TKIT]
  PO Box 711403
  Houston, TX 77271-1403

What else do you get for your investment?
 -> Tech support and bug fix updates!
 -> Plus special discounts on future products.

==== Canadian users ====

In order to save you money and offer you quicker turnaround, I started a registration service with Howard Carson, a member of the Toronto Atari Federation User Group. Howard will take care of processing all Canadian orders- including user registration, money transactions and software distribution.
Please note, tech support and all other support will still be the sole responsibility of TraceTech.

F030TKIT orders before November 16, 1994:
 The Canadian registration fee is $40 Cdn, total amount.

To get this discount, your letter MUST be postmarked no later than November 15, 1994.

F030TKIT orders after November 15, 1994:
 The Canadian registration fee is $48 Cdn, total amount.

If you haven't picked up the new FastPath utility yet, it is ONLY $16 Cdn when ordered with the F030TKIT.

You can contact Howard for MORE MONEY SAVING discounts on TraceTech commercial products.

Send all Canadian registrations to:
 Howard Carson
 #601-2904 St. Clair Ave. East
 Toronto, Ontario
 Canada
 M4B 1N7

And make all Canadian payments to:
 Howard Carson

Howard accepts personal cheques and current account cheques drawn on Canadian banks and trusts, as well as MO's, drafts and cash. He will try to service registrants within 72 hours (for cash, M.O and draft/certified cheque customers), and within 10 days for personal cheque customers. '72 hours' and '10 days', refer to the actual elapsed period before an item is mailed/registered/applied (as appropriate).

 ==== Other currencies ====

If you wish to setup a distribution point for other currencies, please contact me.

 ++

 Customer support is available via:

   Phone: (713)771-8332 [weekdays 1PM-5PM Central Time]
   GEnie: Category 2, Topic 12 or K.GERDES
Internet: k.gerdes@genie.geis.com

 ++

Products mentioned are copyright by their respective owners.

 ++

Reprint notice:
Reprint permission is granted as long as it is done in entirety.

* * *

From: Craig Graham <Craig.Graham@ncl.ac.uk>
Newsgroups: rec.games.video.atari,comp.sys.atari.st
Subject: Jeff Minter's Llamazap - Quote From Atari UK
Date: 19 Oct 1994 11:04:32 GMT
Organization: Computing Laboratory, U of Newcastle upon Tyne, UK NE1 7RU.

I mailled Darryl Still at Atari UK about the release of Llamazap, and other related stuff on unreleased software (TOS5, etc) and here's what he had to say.....or someone at atari had to say anyway (no-one put a name at the bottom of the message, so it could have been anyone there).

==========QUOTE==========
>Date: Tue, 18 Oct 94 17:49 BST-1
>From: atari@cix.compulink.co.uk (Atari Corporation UK)
>Subject: Re: Llamazap : Falcon Game
>To: Craig.Graham@newcastle.ac.uk
>Reply-To: atari@cix.compulink.c.uk
>Message-Id: <memo.685316@cix.compulink.co.uk>
>In-Reply-To: <memo.683731@cix.compulink.co.uk>
>
>We HAVE given it to somebody else. Llamazap, Steel Talons and Dino Dudes
>will be released by 16/32 software (nharlow I believe is the Cix name)
>and certainly Llamazap should be on sale at the Future Entertainment Show.
>
>OK, so why would Ofir Gal know more about TOS 5.0 than Atari? It is not stable

>it is not finished therefore it does not exist.
>
>Atari is in business to make money. To package and release falcon titles

>like those above takes much time, resources and effort and Atari decided that
>putting those factors into other things would be more profitable for it
>and was VITAL to the survival of the company. This has paid dividends and
>has allowed us to do the deal with 16/32 and ensure the future of Falcon,
>something that would not have happened if we had not concentrated so much
>and been so successful with the Jaguar launch.
>
>the long term view is much more important than short term demands.

==========UNQUOTE==========

So - Llamazap gets a release at FES (finally).
But I still think the reply is laden with bad attitude towards me and
other disgruntled falcon owners (esp. the bits about TOS 5).

Ce' La Vie. I'll buy it anyway.....

Craig.

 __   _
 | \ | | / | Makers of CLA Logic
 |_/ A T A \/| N C E R T A I N /   - ECAD for the Atari/PC.
------------------------------ o ----------------------------
 Craig Graham. EMAIL:craig.graham@newcastle.ac.uk

Portfolio Support Area
-=-=-=-=-=-=-=-=-=-=-=-
Fred Horvat

Well a couple issues back I mentioned I would give a list of dealers that supported our favorite palmtop. Well below is a list of places that either have hardware, software, or both for the Portfolio. Besides the listed dealers a great source of information and software is online. The larger bulletin boards services like Compuserve and Genie have file directories just for the Portfolio. I also believe under the Atari file archives you can still request files from the Portfolio directory. Besides the files, online there is a wealth of information about the Portfolio and palmtop computing in general. Beside bulletin boards as a source for public domain an shareware software is from public domain librarians. For a list of commercial software vendors check out the book that came with every Portfolio called "APB" which stands for Accessories, Peripherals, Bulletin. Besides having commercial software available it has tips and other use full information. The version I have is Volume 2, Number 1. I believe this was the last one printed. If you don't have a copy of the "APB" contact Atari, the cost listed on the cover is $1.00. Last but not least let us not forget our local user groups and Atari dealers that have been there all these years for us.

Atari Computer Corporation
1196 Borregas Avenue
Sunnyvale, CA 94089-1302
408-745-2000

Services Available : Atari Portfolio purchases, exchanges, APB software purchases (if available).

BRE Software
352 W. Bedford Ave

Suite 104
Fresno, CA 93711
Orders : 800-347-6760
Information : 209-432-3072

Services Available : Portfolio public domain and shareware software.

D&P Computer
P.O. Box 811
Elyria, OH 44036
Orders : 800-535-4290
Information : 216-926-3842

Services Available : Full service Atari dealer. Sells Portfolio, software, hardware, flashcards, and more for the Portfolio.

It’s All Relative
2233 Keeven Lane
Florissant, MO 63031
Phone : 314-831-9482

Services Available : CD-ROM and software dealer. Some Atari CD-ROMS have Portfolio public domain and shareware software.

Toad Computers
570-F Ritchie Highway
Severna Park, MD 21146
Orders : 800-448-8623
Information : 410-544-6943
Fax : 410-544-1329
BBS : 410-544-6999

Services Available : Full service Atari dealer. Sells Portfolio, software, hardware, memorycards, CD-ROMS, and more for the Portfolio.

Atari Classic Gaming Corner
-=-=-=-=-=-=-=-=-=-=-=-=-=-
Fred Horvat

Playing European Games in the States

This month’s Classic Corner is a tip that I discovered while preparing for the C.A.I.N. Atari Funfest ’94. As most of you know, when playing European (PAL) games on your 2600, the colors are slightly off and the screen scrolls like mad vertically. The reason is that in different parts of the world television broadcast frequencies are different. Here in the United States we have NTSC, in Europe and most other countries have PAL. You cannot do anything for the colors. The scrolling can be fixed by adjusting the vertical hold. The big catch is that most televisions produced today no longer have a vertical hold adjustment -- it’s all preset for our convenience. Not too much of a convenience when you can’t play your favorite game.

Right around the day of the show I received some great PAL 2600 games. Wanting to play these games at the show, I tried out my 20+ year old color TV. I had used this TV for game playing for over 10 years, and it looked like it was on its final breath of life. I figured that I wasn't going to bring it to the show if it was going to quit! I checked out anther TV and it didn't have a vertical adjustment. (bummer!) So, I figured I'd leave Fatal Run and KLAX at home.

After "giving up" on the 2600 demonstration, I decided to test my Jaguar on my Sony "TV/Monitor". All went well -- the sound and picture were as sharp as can be! For the heck of it I hooked up the 2600 and plugged in a PAL game. I was shocked! No vertical scrolling and the colors were sharp! I then realized that the TV must act like a multisync monitor by automatically adjusting to the incoming frequency. The Sony TV is 10 years old. I don't know if "TV/Monitors" are still available in the United States. However, they are sold in Europe. Therefore, those wishing to play European PAL games without color loss or scrolling problems, should consider a "TV/Monitor". Because they're widely available in Europe, consult a European ST Magazine for mail order companies.

Lynx Support Area

-=-=-=-=-=-=-=-=-

Barry Cantin

Lynx News

Telegames has released two new Lynx titles, "Bubble Trouble" and "Super Off Road". They are available directly from Telegames, and are available in "limited edition format". We present reviews of these two titles, courtesy of David Hassell (DavidLHsl@aol.com):

BUBBLE TROUBLE -- This is a very strange game where you maneuver through a large maze from inside a bubble. You fire smaller bubbles with the A button and drop bubble bombs with the B button. You move with the direction pad, but the longer you hold a direction, the faster you start going (the controls are really touchy here). When you let up, rather than stopping, you continue to move while gradually slowing down. So movement is even wilder and more uncontrollable than Joust. The object in each of the 5 levels is to collect a given number of objects, the first level having 4 distributed around the maze. You score points by shooting the various adversaries that populate the maze, but only collecting the objects (the game calls them deposits) is required to proceed to the next level and for winning. Hits by other creatures reduces your energy bar. When your energy is depleted, your bubble bursts and you must restart the level (Note: creatures you've hit and power-ups you've collected on that level will not reappear, but all deposits will have to be collected again.). 3 bursts and the game ends. Graphics are similar to Gordo 106 and Kung Food. Sound and music are pretty poor in quality. Control is bizarre, but kinda fun in the same way it is in Joust. The game looks like it will be fun, but it may turn out to be an easy game to beat. Very first impressions rating: 7.

SUPER OFF ROAD -- Most people are probably familiar enough with this to

know what it’s about -- you race a series of races against 3 other drivers in an arena for 3 laps collecting money to buy enhancements between races. You can comlynx up to four players in this title. Graphics are really good, though animation is less than fluid. The music isn’t the greatest. Control is really difficult, and it’s too easy to get pinned against a wall or some other object. However, I’ve improved with each play, so his cart holds promise. Documentation is almost non-existent; the manual merely gives you a few instructions and the rest is up to you to figure out. Unfortunately, I haven’t played this title on any other platform, so I can’t make comparisons. As I’ve stated, this looks like a lotta fun! Very first impressions rating: 8.

Since these are limited prototype releases, the carts look like circuit boards. I bought both from Telegames for $40 each, which is kinda steep, but I don’t know how long they’ll be available.

Lynx Commentary

Could the Lynx Resurgence be here at last?

What makes me wonder this is what I’ve heard, in person and on the net, about how the Lynx is starting to reappear in stores. Sam’s club stores have initiated a deal where you could purchase a Lynx II, Warbirds, and Checkered Flag for $79.95. Those are two *fantastic* Comlynxable games, and are my two personal favorites, in fact.

There has been talk in some of the mall electronics games stores that the Lynx could return there as well, but it’s only talk. Better than the attitudes sported a month ago, about how the Lynx is a "dead" machine. Feh.

Toys R Us is beginning to set up Jaguar kiosks, and probably will start selling Lynx titles again. Word has it that they will offer a similar deal (perhaps the same?) to that offered by Sam’s. I know at least in a couple local TRUs they have put the Lynx signs back up, although no Lynx merchandise yet.

Naturally, I am skeptical but some of the signs are there - perhaps Atari *is* going to start pushing the Lynx again.

All this, just in time for Christmas. Now, if we see some of those titles that we were promised, it’ll be even better. You know, "Eye of the Beholder", "Battlezone 2000", and about four others that have been completed and have been waiting (for several months) to go to production.

So, if you’ve been thinking "I really could use a second Lynx," then this is the time to get one! You can do it inexpensively, and get two great Comlynxable titles as well. And, hopefully by the next CAIN Newsletter, we’ll have information on *new* Lynx releases...

Here’s to hoping!

-Barry

Jaguar Support Area
-=-=-=-=-=-=-=-=-=-
Len Stys

Jaguar News

JAGUAR GAMES ARE COMING...

DRAGON: The Bruce Lee Story - COMBAT SIMULATION
  THE LEGEND FIGHTS ON . . .
  The spirit of martial arts Master Bruce Lee lives on in DRAGON: a dangerously life-like combat simulation based on his biographical film. Apply discipline and a devastating array of age-old fighting techniques to subdue opponents more cunning than the real Bruce Lee ever faced. Unite your spiritual and physical strength to confront The Phantom, the mythical samurai which has plagued your thoughts and dreams, in a jeet kune do duel to the death!
  [1 or 2 players] $59.99 (Atari/J9036) [TEEN]

KASUMI NINJA - ARCADE FIGHTING (DIGITIZED)
  ALL HELL IS ABOUT TO BREAK LOOSE . . .
  Stop the Evil Ninja Lord Gyaku from opening the Dragon Cloud temple's portal to Hell and unleashing his demon minions upon Kasumi island and the world. Battle it out in this bloody brawler in 1 Player Story mode or Two Player versus mode as one of the 8 all-time greatest warrior-fighters. Gain fighting skill and master special moves from bout to bout as you journey through the Underground Labyrinth to the Dragon Cloud temple where you'll face your ultimate opponent: the Evil Ninja Lord Gyaku himself!
  [1 or 2 players] $69.99 (Atari/J9012) [MATURE]

CHECKERED FLAG - VIRTUAL SPEEDWAY
  THIS AIN'T NO DRIVE TO GRANDMA'S!
  Get ready to burn rubber! Race for the Checkered Flag behind the wheel of a turbo-powered speedway racer in real-time, 3D-rendered action. Choose from 10 high-performance tracks and see the speedway from 6 distinct views. Alter features and attributes on your racer to improve your times or even change the weather conditions. Action so realistic you'll swear you feel the wind in your hair as your tires screech around the curves. Keep your sweaty palms on the controller!
  [1 player] $69.99 (Atari/J9007)

ZOOL 2 - SIDESCROLLING ADVENTURE
  IT'S KROOL & UNUSUAL PUNISHMENT!
  Zool and his daring and lovely sidekick Zooz face a challenge that would wilt the knees of even the toughest Ninja. The Nth Dimension is under attack from the evil forces of Krool. Our heroes must restore the Nth Dimension to equilibrium and exile Mental Block and his mind-numbing cronies before imagination is wiped out of existence. Zoon the two-headed intergalactic wonder-canine will help, but you'll need skills from the Nth Dimension to save imagination!
  [1 player] $49.99 (Atari/J9042)

ATARI OFFERS AVP POSTER TO DEDICATED JAGUAR PLAYERS

 Atari is now beginning a shipment of cinema-quality
 Alien Vs. Predator posters to Atari Jaguar retailers.

These posters are extremely impressive. They feature the image seen in the opening of Atari's new Alien Vs. Predator video game for the Jaguar 64-bit game system.

I have obtained permission to set aside a limited number of these posters for our VERY patient online Jaguar gamers. Here's the deal... Listen CAREFULLY!

While they last in my hot little (actually medium size) hands, you may have one poster FREE! There is a catch I'll mention in a moment, but this poster is real cool AND is FREE just because everyone has been real patient and we like your support and if you like your poster, you'll show your friends and they'll buy an Alien Vs. Predator cartridge because you told them to. Whew!

The catch?!... Oh yea. The poster is carefully rolled in a special mailing tube and ready to be slapped with your address. All we ask is that you prepay Atari's minimum shipping and handling fee to cover our expenses of the tube, label, postage, etc. That fee is only $4.95 each poster. The posters are already in tubes, so I cannot double up posters and, besides, that wouldn't be fair so don't ask for more than one per mailing tube please!

This is the EXACT same poster you will see in stores soon and it's certainly going to become a collector's item.

To get yours, send $4.95 ($8.95 U.S. funds for Canada) in the EXACT amount. Payment may be received in Money order, check, MasterCard or Visa.

I cannot ship out of North America. Other countries should see what promotions Atari U.K. may be devising OR make arrangements with someone they know in North America to forward it to them.

REQUESTS BY EMAIL with CREDIT CARD:

75300.1267@compuserve.com

REQUESTS BY BBS with CREDIT CARD:

CATscan @ 209/239-1552

REQUESTS BY MAIL:

Don's Really Nifty FREE AvP Poster Deal
P.O. Box 61657
Sunnyvale, CA 94089-1657

(offer good while quantities last - poster offer is independent from other offers and cannot be combined with other transactions)

NOTES TO SYSOPS: Please help spread this offer. Put it in banners if possible. Please help make sure all members of your forum are exposed to the offer ASAP.

END OF FILE

October/November 1994 CAIN Jaguar Letter Writing Campaign

Organized by: Len Stys

The following is part of the 1994 CAIN Jaguar Letter Writing Campaign. Only the months for October and November are listed. If you wish to still send letters for September, please read the CAIN Newsletter Supplement for the complete campaign.

The goal of this campaign is to interest popular game companies to make their games for the Jaguar.

If you are just now participating in these campaigns, please make sure you write Atari Corp. to let them know that you are participating.

>>>>>>>>>>>>>>>>>>>>>>>>> Atari Corp. <<<<<<<<<<<<<<<<<<<<<<<<<

First, we will first be writing Don Thomas, Jr. at Atari Corp. to let him know that we are participating in these campaigns. No, we aren't writing to annoy him. We are writing him so that Atari Corp. knows the magnitude of this letter writing campaign. If Atari Corp. knows that five-hundred people will be writing Dynamix in October, the appropriate person at Atari can contact this company on becoming a developer for the Jaguar during this time. Do not expect a letter from Don Thomas, Jr. We are not writing him for a response. We are only writing him to inform him of what we are doing.

Atari's mailing address is:

Atari Corp.
Attn: Don Thomas, Jr.
1196 Borregas Avenue
Sunnyvale, CA 94089

Place the letters: C.A.I.N. at the bottom left side of the envelope so that Atari will know what it is for.

Please use the following form letter:

(date)

(your address)

Don Thomas, Jr.
Atari Corporation
1196 Borregas Avenue
Sunnyvale, CA 94089

Dear Mr. Thomas,

I am writing you to inform you that I will be writing the following game companies to encourage them to make games for the Jaguar. I hope that my efforts will help Atari Corp. to sign these companies to make games for the Jaguar.

The companies I will be writing are:

September: WMS Industries, Capcom, Electronic Arts
October: Sierra On-Line, Dynamix, LucasArts, NovaLogic
November: Spectrum Holobyte, Psygnosis, Origin
December: QQP, Broderbund, Konami

Thank you for reading my letter and for recording the number of people writing these companies.

Sincerely,

(sign your name)

(print your name)

****
********** OCTOBER, 1994 **********
****

Sierra On-Line Inc.
Dynamix Inc.
LucasArts Entertainment Co.
NovaLogic

>>>>>>>>>>>>>>>>>>>>>>>>> Sierra On-Line Inc. <<<<<<<<<<<<<<<<<<<<<<<<

Sierra On-Line is a company that is well-known for their role-playing games such as their Space Quest and Police Quest series. The company is also known for their latest hits in the PC world: Gabriel Knight, Aces Over Europe, and Leisure Suit Larry VI. Sierra On-Line is planning to release their new title, Phantasmagoria, very soon.

Sierra On-Line is definitely a company that needs to be developing for the Jaguar if the Jaguar CD-ROM is to become used. If Sierra On-Line starts making games for the Jaguar CD-ROM, several other companies will make games for it as well.

The mailing address for Sierra On-Line is:

Kenneth A. Williams, President
Sierra On-Line Inc.
P.O. Box 485
Coarsegold, CA 93614

The following is a list of things in which you may want to say in your letter to Electronic Arts:

Dear Mr. Williams,

1) How much you enjoy Sierra On-Line games.
2) How you have been buying Sierra On-Line games for your computer since the company started making computer games (if this is true).
3) How much you enjoy your Atari Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see Sierra On-Line producing several Jaguar CD-ROM games.
6) The games you would love to see on the Jaguar (choose two or three Sierra On-Line games).

7) How you believe Sierra On-Line games would be fantastic on the Atari Jaguar.
8) How you will run out and buy Sierra On-Line games when they are made for the Jaguar.
9) Thank you to Mr. Williams for reading your letter and for considering producing games for the Jaguar.

In my letter, I will also be encouraging Mr. Williams to make games which have the option of using a keyboard with the Jaguar. A keyboard can be created for the Jaguar and Sierra On-Line could work with Atari Corp. to produce one for it. The use of a keyboard in role-playing games help children learn words. This is something that Sierra has gotten away from in PC games.

I'm also writing Sierra to release HOYLE Card Games for the Jaguar. I love this game and it would be great to see a modem feature being used in the Jaguar version of this game.

>>>>>>>>>>>>>>>>>>>>>>>>>> Dynamix Inc. <<<<<<<<<<<<<<<<<<<<<<<<<

Dynamix Inc. is a game company owned by Sierra On-Line. This game company makes many wonderful titles for the PC such as: Betrayal at Kronder, Aces of the Pacific, and Front Page Sports Football Pro. The company is planning to release: Front Page Baseball, Battledrome, LodeRunner: A Legend, MetalTech: Earth Siege, Alien Legacy, and an excellent reviewed game called Aces of the Deep (submarine game).

Dynamix Inc. is making some real great games and these games would be a very good addition to the present Jaguar game library.

The mailing address for Dynamix Inc. is:

Alan Higginson
Executive Vice-President
Dynamix Inc.
P.O. Box 978
Oakhurst, CA 93644-0978

The following is a list of things in which you may want to say in your letter to Dynamix Inc.:

Dear Mr. Higginson,

1) How you enjoy Dynamix games on the PC.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or three Dynamix games--I'm choosing Front Page Sports Football, Alien Legacy, and Aces of the Deep).
5) How you believe Dynamix games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Dynamix games when they are produced for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

>>>>>>>>>>>>>>>>>>> LucasArts Entertainment Co. <<<<<<<<<<<<<<<<<<

LucasArts is famous for making games based on popular movies. The company has also has several popular titles out for the PC. Some of these titles are: Star Wars Rebel Assault, X-Wing, Indiana Jones and the Fate of Atlantis, Monkey Island 2: Le chuck's Revenge, and Day of the Tentacle. And if there is any truth to the rumor of a new Indiana Jones movie, LucasArts will probably make a great game based on this movie.

The mailing address for LucasArts is:

LucasArts Entertainment Co.
LucasArts Games Division
P.O. Box 10307
San Rafael, CA 94912

The following is a list of things in which you may want to say in your letter to LucasArts:

Dear Sir or Madam,

1) How much you enjoy LucasArts games.
2) How much you enjoy the Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games you would love to see on the Jaguar (choose two or three LucasArts games).
5) How you believe LucasArts games would be fantastic on the Atari Jaguar.
6) How you will run out and buy LucasArts games when they are made for the Jaguar.
7) Thank you to the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX LucasArts by the phone number: 415/721-3344.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> NovaLogic <<<<<<<<<<<<<<<<<<<<<<<<<<<<

NovaLogic is known for its high-quality games on the PC. The president and CEO, John Garcia makes sure each game title released is of the highest quality. NovaLogic is known for producing Comanche: Maximum Overkill (a game title that rated high on the Most Wanted Games for the Jaguar listing from CANI Newsletter). The company also produced WolfPack (a submarine simulator) and UltraBots. The latest and greatest game from NovaLogic is Armored Fist. This game is highly praised by reviewers that have seen it.

John Garcia is interested in producing modem games and networking games in the future. NovaLogic's games would be a great addition to the Jaguar game library.

The mailin address for NovaLogic is:

John Garcia, President
NovaLogic
19510 Ventura Blvd.
Suite 200
Tarzana, CA 91356

The following is a list of things in which you may want to say in your letter to NovaLogic:

Dear Mr. Garcia,

1) How much you enjoy NovaLogic games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of NovaLogic games).
5) How you believe that NovaLogic games will be even more fantastic when using the graphics and sound capabilities of the Jaguar.
6) How you would like to see NovaLogic games that use the Jaguar voice-modem and networking capabilities.
7) How you will run out and buy NovaLogic games when they are produced for the Jaguar.
8) Thank Mr. Garcia for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX NovaLogic by the phone number: 818/774-0684. Please consider writing NovaLogic through the U.S. mail first and then FAX NovaLogic.

****
********** NOVEMBER, 1994 **********
****

Virgin Games
Spectrum Holobyte
Psygnosis
Origin Systems

>>>>>>>>>>>>>>>>>>>>>>>>>> Virgin Games <<<<<<<<<<<<<<<<<<<<<<<<<<

Virgin Games is already a Jaguar developer, so this letter is mainly to thank the company and to encourage them to make more titles for the Jaguar. Virgin is suppose to be making Cannon Fodder, Demolition Man, and Dragon for the Jaguar. The company is also planning to make a CD-ROM game called Creature Shock for the Jaguar.

Virgin Games is known for making a popular PC CD-ROM game called: The 7th Guest. It has also made Land of Lore, Dune II, and Indy Car Racing. It will also be releasing 11th Hour and Command & Conquer for the PC soon.

The mailing address for Virgin Games is:

Virgin Games
18061 Fitch Avenue
Irvine, CA 92714

The following is a list of things in which you may want to say in your letter to Virgin Games:

Dear Sir or Madam,

1) How you enjoy Virgin Games' games.
2) How much you enjoy the Atari Jaguar.

3) How you are really happy that Virgin Games is making games for the Jaguar.
4) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
5) How you would like to see other popular games such as The 7th Guest (and name a few) besides the ones the company is already making for the Jaguar.
6) How you would like to see the Jaguar modem and network features used in Virgin Games' software (OPTIONAL).
7) How you will run out and buy Virgin Games' games when they are produced for the Jaguar.
8) Thank you to the person for reading your letter and for producing games for the Jaguar.

You may also want to FAX Virgin Games by the phone number: 714/833-8717.

>>>>>>>>>>>>>>>>>>>>>>> Spectrum Holobyte <<<<<<<<<<<<<<<<<<<<<<<

Spectrum Holobyte is famous for their Falcon flight simulator game. The game can even be played through the modem on PCs. Spectrum Holobyte has just released Fields of Glory and is rumored to be working on Falcon 4.0.

Modem games is something that a game system must have if it will be successful in the future. And Spectrum Holobyte is well-known for their modem games. Falcon 4.0 sounds like it would be perfect for the Jaguar.

The mailing address for Spectrum Holobyte is:

Barry J. Folsom, President
Spectrum Holobyte
2490 Mariners Square Loop
Alameda, CA 94501

The following is a list of things in which you may want to say in your letter to Spectrum Holobyte:

Dear Mr. Folsom,

1) How much you enjoy Spectrum Holobyte games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) How you would like to see Falcon 4.0 with voice-modem and networking capabilities on the Jaguar.
5) How you would like to see Fields of Glory and other Spectrum Holobyte games for the Jaguar.
6) How you believe Spectrum Holobyte games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Spectrum Holobyte games when they are produced for the Jaguar.
8) Thank Mr. Folsom for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX Spectrum Holobyte by the phone number: 510/522-2138. But please keep in mind that sending a letter through the U.S. Postal Service may be more effective.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> Psygnosis <<<<<<<<<<<<<<<<<<<<<<<<<<<<

Psygnosis is a well known producer of video games. A few of Psygnosis' popular games are Microcosm, Shadow of the Best II, and Puggsy. A recent game is Hexx: Heresy of the Wizard. TThe company has also done Lemmings.

The mailing address for Psygnosis is:

Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139

The following is a list of things in which you may want to say in your letter to Psygnosis:

Dear Sir or Madam,

1) How much you enjoy Psygnosis games.
2) How much you enjoy your Atari Jaguar.
3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose a couple of Pysgnosis games).
5) How you believe Psygnosis games will be unbelievable when using the graphics and sound capabilities of the Jaguar.
6) How you will run out and buy Psygnosis games when they are produced for the Jaguar.
7) Thank the person for reading your letter and for considering producing games for the Jaguar.

You may also want to FAX Psygnosis by the phone number: 617/497-6759.

>>>>>>>>>>>>>>>>>>>>>>>>>>>> Origin Systems <<<<<<<<<<<<<<<<<<<<<<<<<<<<

Origin Systems is a maker of many popular PC role-playing and action games. The company is owned by Electronic Arts but may have freedom to develop for any system it wishes. Some of the games that Origin makes are: Ultima series (most recently Ultima VIII: Pagan), Wing Commander Privateer, and just recently Pacific Strike. Origin will be also making Biforge and Wings of Glory.

Since Origin Systems is a subsidary of Electronic Arts, there is no specific person to write.

The mailing address for Origin Systems is:

Origin Systems
Attn: Production Teams
P.O. Box 161750
Austin, TX 78716

The following is a list of things in which you may want to say in your letter to Origin Systems:

Dear Sir or Madam,

1) How much you enjoy Origin Systems games.
2) How much you enjoy your Atari Jaguar.

3) How you feel that the Jaguar will be the video game system of the future due to its high-performance/low-price.
4) The games that you would love to see on the Jaguar (choose two or three Origin Systems games).
5) How you wish the Origin Systems Production Teams will attempt to get these great games on the Jaguar.
6) How unbelievable Origin Systems games will be when using the graphics and sound capabilities of the Jaguar.
7) How you will run out and buy Origin Systems games when they are produced for the Jaguar.
8) A thank you to the person reading for reading your letter and for considering producing games for the Jaguar.

Thank you and please convince your friends to participate in this campaign as well.

Jaguar Commentary

There has been some good news and some bad news for Jaguar players this past month. The good news is that Alien Vs. Predator is a hit despite early reviews that the game wasn't that great. How do I know that it is a hit? Besides the fact that I own the game, the majority of the online Jaguar community enjoys Alien Vs. Predator. Other good news is that the flood of Jaguar games is finally here. You should be able to find a large number of Jaguar games at your local video game dealership by the middleof Novem ber.

The bad news is that Doom and other games are not expected to support the Jaguar voice-modem that was announced by Atari in June. Atari Corp. either wanted the games out by Christmas so they had developers leave the feature out or the voice-modem wasn't ready.

Atari Corp. is again losing credibility with the industry, press, and consumers by announcing products and then not producing when the company says that it will. Nobody likes to be lied to...

There is a lot of disappointment on the net about Jaguar Checkered Flag not supporting networking or modem. Dan from Rebellion told me that Atari never intended the game to be multiplayer. He said that if the game was made to be multiplayer, it would take several more months to complete the game.

Don Thomas at Atari Corp. says that the voice-modem and networking are a priority, but getting games out before Christmas is even a higher priority.

Jaguar Doom is rumored not to have any music during game-play. The reason is unknown but some say that it is because id Software programmers used the DSP chip for something else besides music.

id Software has given Atari Corp. permission to put the modem code into Jaguar Doom for a re-release. This means after Christmas, Atari Corp. may re-release Jaguar Doom with the modem support. But this will most likely happen only if there is demand for it.

I encourage you to let Atari Corp. known on GEnie, through e-mail, by calling the company, or by mailing the company a letter that you would like to see modem and networking games for the Jaguar in 1995. Modem games will not happen in 1994. This is pretty definite. But if you want

to see them in 1995, let Atari know.

Who knows? Maybe if we make sure that Atari knows we want multiplayer games, we will see sequels to Checkered Flag, Alien Vs. Predator, Iron Soldier, Doom, and other games, but with multi-player supported...

Len Stys

Upcoming Atari Shows

Mark Leair

<< Computer Shows >>

Updated: 10/22/94

To include shows (preferably shows that include Atari products), for the Cleveland Free-Net Atari SIG's Show list and the CAIN newsletter, send the show's name, date, location, and any additional information to xx004@po.cwru.edu. Please address the e-mail with the subject "Computer Show". The following information is correct to the best of our knowledge. However, we cannot guarentee its accuracy. Corrections and cancellations are therefore requested.

Shows at a Glance

Name	Location	Date
1. 5th Elmshorner Computerage	Elmshorn, Germany	10/29/94
2. Toad's Holiday Festival 1994	Severna Park, MD	12/03/94

Since many of the show information files are several pages long, we are unable to include these due to space limitation. However, these files can be obtained

from the Cleveland Free-Net Atari SIG.

Vote Issues and Results

<< Voting Booth >>

One exciting feature of the Atari SIG is its voting booth. Here, users can create their own opinion polls. The voting booth is accessible from the main menu of the Atari SIG on the Cleveland Free-net (CFN). Select option '11' from this main menu to enter the voting booth.

General Information of Need

How to Contribute to CAIN

For full details on contributing to CAIN, please check out the "CAIN Online Newsroom," option 13 from the Atari SIG's main menu. In summary, we can

use articles, tutorials, and reviews on Atari products. The format is simple --ASCII format with 80 characters per line. The text should be sent via internet electronic mail to "xx004@freenet.cleveland.edu". All submissions to CAIN become the property of CAIN, unless otherwise agreed upon.

Article Requests

Below are some suggestions of articles we would like to see in future issues of CAIN. For a complete list of newsletter needs, please consult the discussion board under the CAIN Online Newsroom (option 13 from the Atari SIG's main menu).

Newsletter Needs

Communications: Any articles that fits into the area of communications (ie: reviews, summaries, articles, tutorials on BBS systems, term or BBS software, services, etc for any Atari computer) may be submitted to this section. When submitting to this section, please address this article with the subject "Communications."

File Archives: Any type of summary, review, or list of new files that are on any Atari ftp archive will benefit our readers. Please address this article with the subject "ftp archives."

Tutorials: CAIN is actively seeking any project, "how-to," and tutorial articles for future issues of CAIN. These articles can be for any type of Atari product. Please address this article with the subject "Tutorial Submission."

Atari Shows: Not only can we use information on upcoming Atari Shows, but we also can use reviews and summaries of recent Atari shows. Please address this article with the subject "Atari Show Information."

-=-=-=

trademarks or registered trademarks of Atari Corporation. The "Free-Net" name is a Servicemark (SM) of the National Public Telecomputing Network (NPTN). The Free-Net "FreePort" software is copyrighted by Case Western Reserve University. FreePort is a registered trademark of Case Western Reserve University. All other trademarks and identifying marks mentioned in this issue belong to their respective owners.
-=-=-=